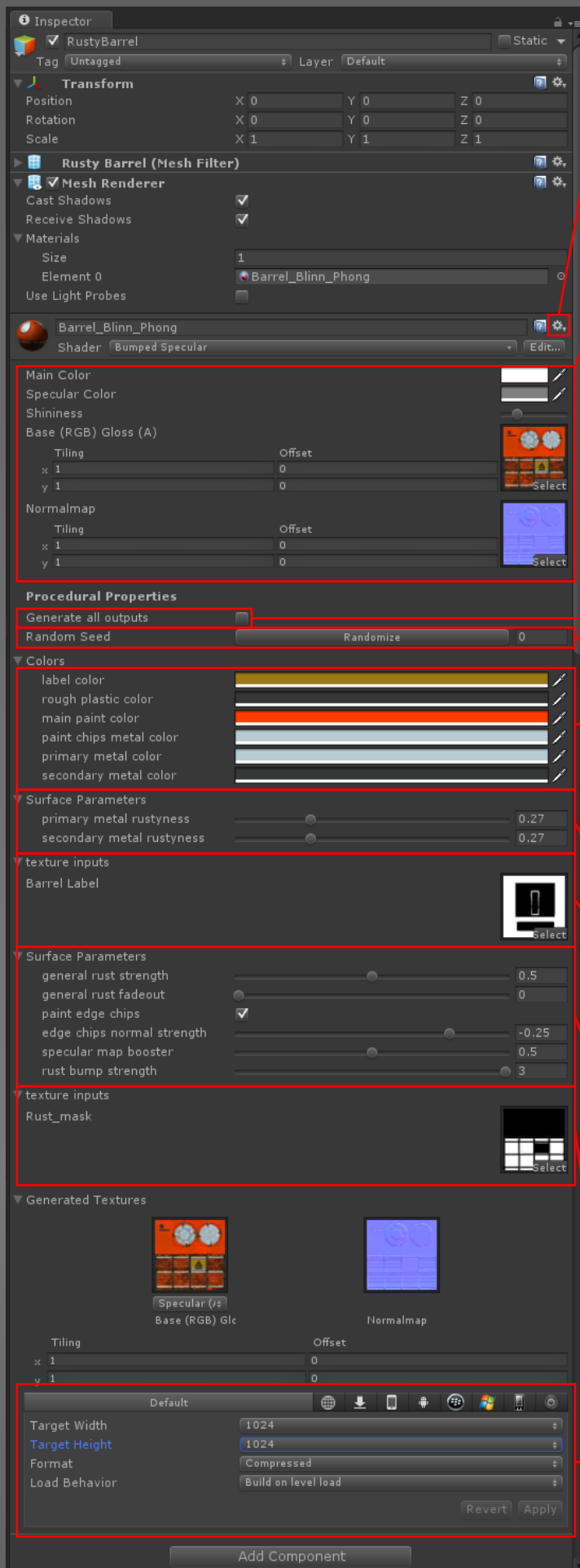


Setting up your Substance File in Unity



Since this substance is pretty complex and takes quite some time to compute you might want to consider baking the textures into bitmaps. To do this simply click on the cog and from there select „Export Bitmaps“. Unity will then ask you where to save the texture files.

Important - since substances export each channel into a separate file you still need to copy the greyscale specular texture into the alpha channel of your diffuse texture afterwards.

These are your usual Unity Material controls. They work as usual.

„Generate all outputs“ lets you see the three channels the Substance file computes. Everything is already set up, though so you can ignore this in most cases.

„Random Seed“ randomizes all the variation details on your surface like the placement of the edge chips and rust variations. This does not affect the values you can set up yourself below (like the colors or the rust strength).

These are the colors of your barrel.

„Label“ and „Main Paint“ are the colors that take up the main part of your barrel. These look good in any color variation you see fit for your project.

The „Rough Plastic“ is the color of the plug on top of the barrel.

The primary metal color defines the lids on both ends as well as the rims.

The secondary metal are the 4 long bars along the sides of the barrel.

The two metal colors look best in variations of grey or desaturated blue hues.

Primary and secondary rustyness define the slight rust in the bare metals.

If you want a custom Label on your barrel - insert a different texture, here! It uses an alpha texture (256x256 works fine, already).

If you want no labelprint at all insert a blank alpha texture here.

These sliders control the main rust and decay of your model. The Rust works in conjunction with the „rust mask“ (see below).

the rust strength defines how much space the rust covers on top of the model. The

fadeout makes it more transparent. If you don't want any Rust on your model (e.g. a clean barrel) drag this slider to 1.

Edgechips are only shown on the two paint materials and are a secondary wear of the

material. They show metal underneath where paint has chipped off of the surface.

The „specular map booster“ is an overall slider that brightens or darkens the specular(alpha) channel further. Adjust as you see fit. Around 0.5 works fine, though.

The Rust Mask is a secondary mask where you can define places you want the rust to sit on the barrel. By default this mask covers the main paint area. If you want to paint your own mask - go ahead and plug it in here. Greyscale map - white means rust black means no rust. If you want to paint something tricky you can use the normalmap from the textures folder as reference for the UV map. :)

Lastly you can set up how large the textures are supposed to be in the end. Since this Substance is pretty heavy on computation it may be a good idea to set target width and height to 512 for setting up the material and the increasing to 1024x1024 or 2048x2048 afterwards. And - yes: it really takes some time to show the changes!

For more Infos on Substances in Unity in general please also have a look at the Documentation: <http://docs.unity3d.com/Documentation/Components/class-ProceduralMaterial.html>